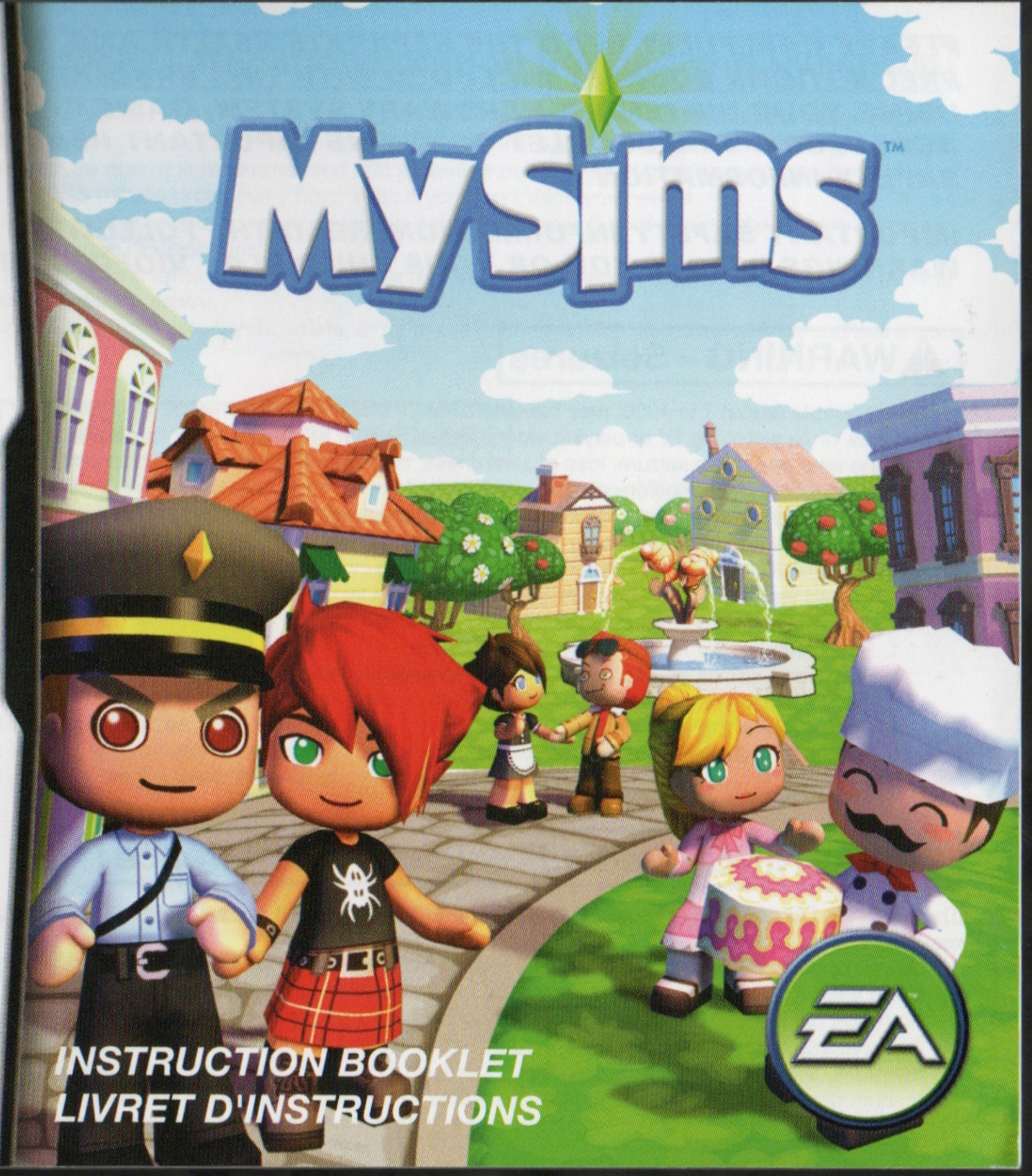
NINTENDO DS™

MySims™



INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV-E

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE

E

CONTENT RATED BY ESRB

LICENSED BY Nintendo

FONT LC™

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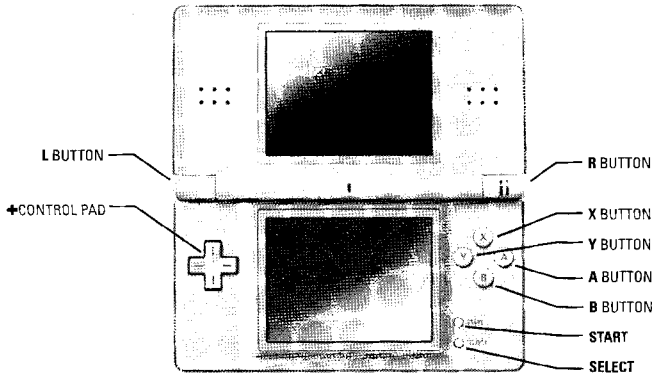
Check out EA™ online at www.ea.com.

Starting The Game

Nintendo DS™



1. Turn OFF the Power Button on your Nintendo DS™ system. Never insert or remove a Game Card when the power is ON.
2. Insert the *MySims*™ Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button. The Legal screen appears.
4. When the Title screen appears, press **START** or touch the Touch Screen to advance to the Main menu.

Complete Game Controls

Controls

Move	✚Control Pad or stylus
Talk	**A** Button or tap character with stylus
Run	**B** Button (hold) while pressing ✚Control Pad or hold stylus farther away from your Sim
Select interaction	**A** Button or tap interaction with stylus
Position camera viewfinder	**L** Button
Take photographs, access furniture, start fishing	**R** Button
Display menu icons in top screen	**X** Button
Switch top screen between time indicator and mini map	**Y** Button
Pause	**START**

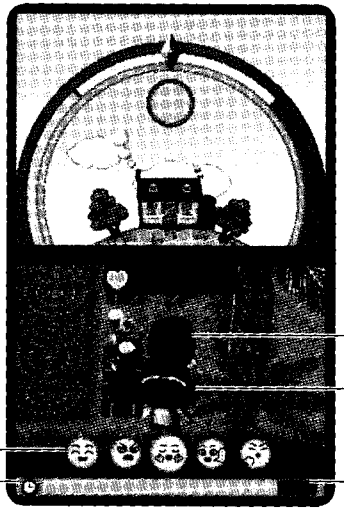
Welcome to Your Town!

Your newly adopted hometown is a great little place, but it's a bit down on its luck. It used to be a thriving resort town, but visitors have been hard to come by lately. Good thing you showed up! With your help and encouragement, the citizens can turn their town around and win back the tourists. Read on to find out what you can do to lend a helping hand.

Fresh off the Boat

Like any stranger in a new place, you have to get your bearings before you can have an impact on the town. After you name the town, you disembark at the town's port. The tutorial that follows teaches you the basics of interacting with the townsfolk, making purchases, and more.

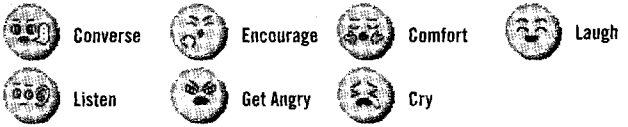
Interacting with Townsfolk


Top screen indicates the time, and goes between morning, afternoon, evening, and night.
Townsperson with whom you interact
Your Sim
Conversation icons
Timer
Happy meter

You make lots of friends in your new town. When you first arrive though, they are all a little downbeat because of the state of the town and their own personal situations. If the town is going to recover, it's going to need townsfolk who are happy and productive. You will have to use all of your wit and charm to talk to the residents and help them get back on their feet.

Conversation Icons

Sometimes when you interact with someone a happy meter appears above their head. Choose the right conversation icons to match their mood and fill the happy meter before the time runs out.



Doing Favors

If you're going to win friends in town, you're going to have to do some people some favors. Your kindness does not go unrewarded, however. For instance, completing the first favor--planting flowers (read more about that below)--helps beautify the town and makes it more attractive to both visitors and developers.

Planting Flowers

One of your first tasks is to plant flowers around the town to brighten up the place and lift people's spirits. Go to the flower shop, which is beside the town hall, to receive flowers from the nice girl that works there, Ashley. After she gives you some flowers, approach any empty flower bed in the town, wait for the exclamation mark, and then plant until all four flower beds in town are full with beautiful blossoms!

Controls

Check for flowers in your possession while at flower bed	**A** Button or touch the flower bed with stylus
Choose which flowers to plant	**A** Button or touch the flower icon with stylus
Plant flowers	**A** Button or tap the confirm icon with stylus
See other flowers in inventory	**R** Button or tap the panel number with stylus
Pause	**START**

Furnishing Your House

When you move into your new home, there is a bed, closet, and chest of drawers, but not much else. To add a more homey touch to your bare-looking house, you can purchase extra furniture, clothes for your wardrobe, some flowers, and other items from the local stores. By making these purchases, you are also bringing business to the furniture store, the tailor, and the flower shop, and making the townsfolk happy!

When you enter your house you can begin setting up the furniture.

Controls

Place new furniture, move existing furniture, remove existing furniture	**R** Button or tap the furniture icon in the upper right corner with stylus
Toggle between the three furniture modes	✚Control Pad
Select furniture mode	**A** Button or tap the furniture mode icon with stylus
Toggle between different types of furniture	✚Control Pad or touch each item with stylus
Select item of furniture to install	**A** Button or touch the furniture item with stylus
Install item of furniture	**A** Button or touch the confirm icon with stylus
Move furniture around the room	✚Control Pad or drag item around using stylus
Rotate furniture item	**R** Button/**L** Button, or tap the rotate icon with stylus
Confirm furniture arrangement	**A** Button or tap the confirm icon with stylus
Pause	**START**

A Whole New Wardrobe

You don't want to be running around town in the same tired outfit everyday, right? Well this is where Tyler the local tailor comes to the rescue. He has been making his own fabrics and decking out the townsfolk in the latest fashions for years now, but since there hasn't been anyone to cater to in recent times, he has become rather depressed. You are just the kind of customer he has been waiting for!

Controls

Converse with Tyler	**A** Button or touch Tyler with stylus
View the clothes for purchase	**A** Button or touch the basket icon with stylus
Toggle between different types of clothing	✚Control Pad or touch each item type with stylus
Toggle between different styles of clothing item	**A** Button then ✚Control Pad or touch each item style with stylus
Purchase an item	**A** Button or touch the confirm icon with stylus
Return to clothing type selection	**B** Button or touch clothing types with stylus

Saving and Loading

Press **START** during gameplay. The Pause menu appears. Touch SAVE GAME. Your game is saved.

To load a game, select LOAD GAME from the Main menu and then touch your Sim's name to select the saved game of your choice.

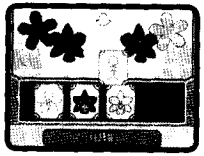
Note: You can also save your game when you take pictures in the scuba diving mini-game.

Mini-Games

Throughout your adventures around your new town, you discover a whole host of fun activities that you can enjoy, and which would also appeal to tourists. Whether it's paragliding, scuba diving, playing cards, or fishing, each activity is both fun and rewarding. Travel to each section of the town to find the activity it has in store, and make sure to equip yourself with the necessary gear.

Make a Lei

Aloha! Select the correct colored flowers to make a nice lei, or Hawaiian garland. Make three leis in the quickest time possible to win!



Controls

Slide flower card onto lei	Stylus
Deal new cards	Tap cards with stylus or blow into the microphone

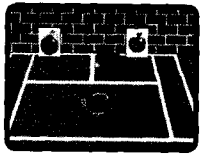
Racquetball

Rally

Show your superior squash skills by keeping a rally going for as long as possible, avoiding obstacles along the way such as the local dog.

Target 1

In the first target game, your goal is to get as many direct hits on the bull's-eye painted on the wall within the allotted time.



Target 2

In Target 2, you must knock over as many of the pop-up target objects as possible within the allotted time. Do not hit any of the bomb targets.

Controls

Move	✚Control Pad
Swing the racquet	**A** Button
Pause	**START**

Fishing

It was this big, honest! Test your fishing capabilities with the fishing mini-game. When you are near a river, lake, or the sea, you can cast your rod and enjoy some relaxing fishing time. Also, you would like to help Joseph the fisherman by bringing your catch back to his shop—he likes to record the different varieties of fish in his log book, and gets really excited when he sees a new one.

Controls

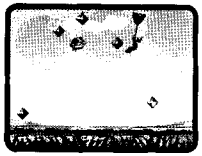
Begin the fishing game	**R** Button or touch the fish icon in the upper right corner of the screen
Select your fishing rod	**R** Button followed by **A** Button or touch the rod with stylus
Cast your fishing rod	Touch the bottom screen with stylus
Attract fish by moving bait and playing music	Touch bait and drag to new position with stylus
Reel in a fish when hooked (indicated by sunken bait)	Tap the screen with stylus twice quickly where the bait was floating
Pause	**START**

Paragliding

Take to the skies! Your goal is to stay airborne for the longest distance possible while picking up as many jewels as you can. Avoid the wayward birds because they may cause you to crash.

Controls

Move	✚Control Pad
Fast descent	**B** Button
Fast ascent	Blow into microphone
Pause	**START**



Casino

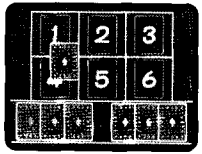
Time to put on your best poker face. The Casino game offers three different card games for you to place some bets.

Exactly 21

In this Blackjack-style game, you can bet up to 10 points on each hand. Five cards are dealt automatically—keep hitting (asking for another card) to get the total value of all your cards as close as you can to 21 without going over. The more cards you turn without going bust increases your winnings. If the cards add up to exactly 21, your winnings are doubled.

Dodge the Thief

Beware of the thief! You are given seven cards to place on a panel numbered one to six. Try to match the cards to the correct numbers on the board to score points. Ensure the robber card is kept away from the board. Before the game starts, one number is randomly selected automatically. If you then place the correct card on that number, your winnings are doubled.



Tic-Tac-Trump

Nine cards are dealt face down to make a three-by-three grid. Turn a single card over each time to reveal the numbers on the back. Try to get three matching cards in a row to win a bingo! After the first two cards are turned, you are offered the chance to double your bet.

Controls

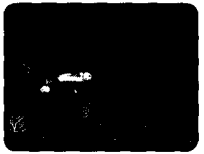
Increase/decrease betting amount	✚Control Pad or touch the left/right arrows with stylus
Select the wager amount	**A** Button or tap confirm icon with stylus
Toggle between "Stop" and "Hit"	✚Control Pad
Select "Stop" or "Hit"	**A** Button or tap the label with stylus
Choose card to place on board	**A** Button followed by ✚Control Pad
Place card on board	**A** Button or slide card onto panel with stylus
Move between bingo cards	✚Control Pad or touch card with stylus
Turn bingo card over	**A** Button or touch card with stylus

Scuba Diving

Go for a dive in the beautiful resort waters and try to get as many nice photographs of aquatic life as possible. The better the photographs, the more points you score. Snap up to nine photos in the allotted time, and then pick your best three to be counted toward your score.

Controls

Point camera	✚Control Pad
Engage the camera viewfinder	**L** Button
Take a photograph	**R** Button
Pause	**START**



Scoring

What makes for a nice photograph, you ask? Good question! You score more points if you:

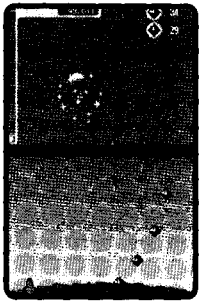
- Capture the fish in the center of the photo and from the optimal distance.
- Take photos at an angle that best shows the beauty of the fish.
- Capture multiple fish in a single photograph.

Skydiving

Sure, it's crazy to jump out of a perfectly good airplane—unless it's for a whole passel of jewels! Navigate safely to the ground while collecting as many jewels as you can along the way.

Controls

Move left and right	✚Control Pad
Acrobatics	**A** Button while holding center of ✚Control pad
Pause	**START**



Hints and Tips

Fashion Check—dazzle everyone by being the best dresser in an area. Pick a top with the right color for the area, and then a bottom that matches the top.

If you have lost your way, tap the icon in the bottom left of the screen with the stylus or press the **Y** Button. This switches the top screen to the area map. Doing this again switches the top screen back to the time display.

- This map also displays the location of other NPCs.

To display other menu options, tap the icon in the bottom right of the screen or press the **X** Button.

- Select the map icon to open the world map, and press the ✚Control Pad to see if you can access other parts of the town yet.
- Select the friend icon and press the ✚Control Pad to see if somebody needs your help.
- If you are not sure of your next task, return to the town hall and converse with the mayor to find out what you should be doing.
- If you need to buy some clothes or furniture, but the shop appears to be closed, return home and go for a nap. This moves the time forward to the next day, and then you can go back to the shop and make your purchases.
- When playing the fishing mini-game, be aware that different types of fish appear depending on the time of day—or night.

Limited 90-Day Warranty

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://support.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at US 1 (650) 628-1001. **No hints or codes are available from Technical Support.**

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If you live outside of the United States, you can contact one of our other offices.

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In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Package Cover Illustration: The Ant Farm, Bob Rossman

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⚠ AVERTISSEMENT - Danger d'attaque

- Même si elles n'ont jamais connu de tels problèmes auparavant, certaines personnes (environ 1 sur 4 000) peuvent, pendant qu'elles regardent la télévision ou s'amusent avec des jeux vidéo, être victimes d'une attaque ou d'un évanouissement déclenché par des lumières ou motifs clignotants.
- Si vous connaissez une telle attaque, une perte de conscience ou des symptômes reliés à l'épilepsie, consultez votre médecin avant de jouer avec des jeux vidéo.
- Les parents doivent surveiller leurs enfants pendant que ces derniers jouent avec des jeux vidéo. Arrêtez de jouer et consultez un médecin, si vous ou votre enfant présentez les symptômes suivants:
  convulsions **tics oculaires ou musculaires** **troubles de la vue**
  mouvements involontaires **perte de conscience** **désorientation**
- Pour diminuer les possibilités d'une attaque pendant le jeu :
  1. Tenez-vous aussi loin que possible de l'écran.
  2. Jouez sur l'écran de télévision le plus petit disponible.
  3. Ne jouez pas si vous êtes fatigué ou avez besoin de sommeil.
  4. Jouez dans une pièce bien éclairée.
  5. Interrompez chaque heure de jeu par une pause de 10 à 15 minutes.

⚠ AVERTISSEMENT – Interférence avec les fréquences radio

Le Nintendo DS peut émettre des ondes radio pouvant affecter le fonctionnement d'appareils électroniques rapprochés, incluant les stimulateurs cardiaques.

- Ne pas jouer avec le Nintendo DS à moins de 22 cm d'un stimulateur cardiaque, quand vous utilisez sa caractéristique de jeu sans fil.
- Si vous portez un stimulateur cardiaque ou tout autre mécanisme médical implanté, ne pas utiliser la caractéristique de jeu sans fil du Nintendo DS avant d'avoir d'abord consulté votre médecin ou le fabricant de l'appareil implanté.
- Observez tous les règlements concernant l'utilisation des appareils sans fil dans des endroits tels que les hôpitaux, les aéroports et à bord des avions. Leur fonctionnement dans ces endroits peut interférer avec l'équipement ou en causer le mauvais fonctionnement, ayant pour résultat des blessures ou des dommages matériels.

⚠ AVERTISSEMENT - Blessures dues aux mouvements répétitifs et tension oculaire

Après quelques heures, les jeux vidéo peuvent irriter les muscles, les articulations, la peau ou les yeux. Suivez les instructions suivantes pour éviter des problèmes tels que la tendinite, le syndrome du tunnel carpien, l'irritation de la peau ou les tensions oculaires.

- Évitez de jouer pendant des périodes excessives. Il est recommandé aux parents de voir à ce que leurs enfants jouent pendant des périodes appropriées.
- Même si vous ne croyez pas en avoir besoin, faites une pause de 10 à 15 minutes à chaque heure de jeu.
- Lorsque vous utilisez le stylet, il n'est pas nécessaire de le serrer ou d'appuyer trop fort sur l'écran. Cela risque d'entraîner gêne ou fatigue.
- Si vous éprouvez fatigue ou douleur aux mains, aux poignets et aux bras ou si vos yeux deviennent fatigués et douloureux pendant le jeu, cessez de jouer et reposez-vous pendant plusieurs heures avant de jouer à nouveau.
- Si la douleur aux mains, aux poignets, aux bras et aux yeux persiste pendant ou après le jeu, cessez de jouer et consultez un médecin.

⚠ AVERTISSEMENT - Écoulement du liquide de la pile

Le Nintendo DS contient une pile au lithium-ion. L'écoulement d'ingrédients contenus dans la pile ou les éléments combustibles des ingrédients peut causer des blessures personnelles et endommager votre Nintendo DS. Dans le cas d'un écoulement de la pile, éviter tout contact avec la peau. Dans un cas de contact, lavez la surface contaminée avec de l'eau savonneuse. Dans le cas de contact avec les yeux, rincez abondamment à l'eau claire et voyez un médecin.

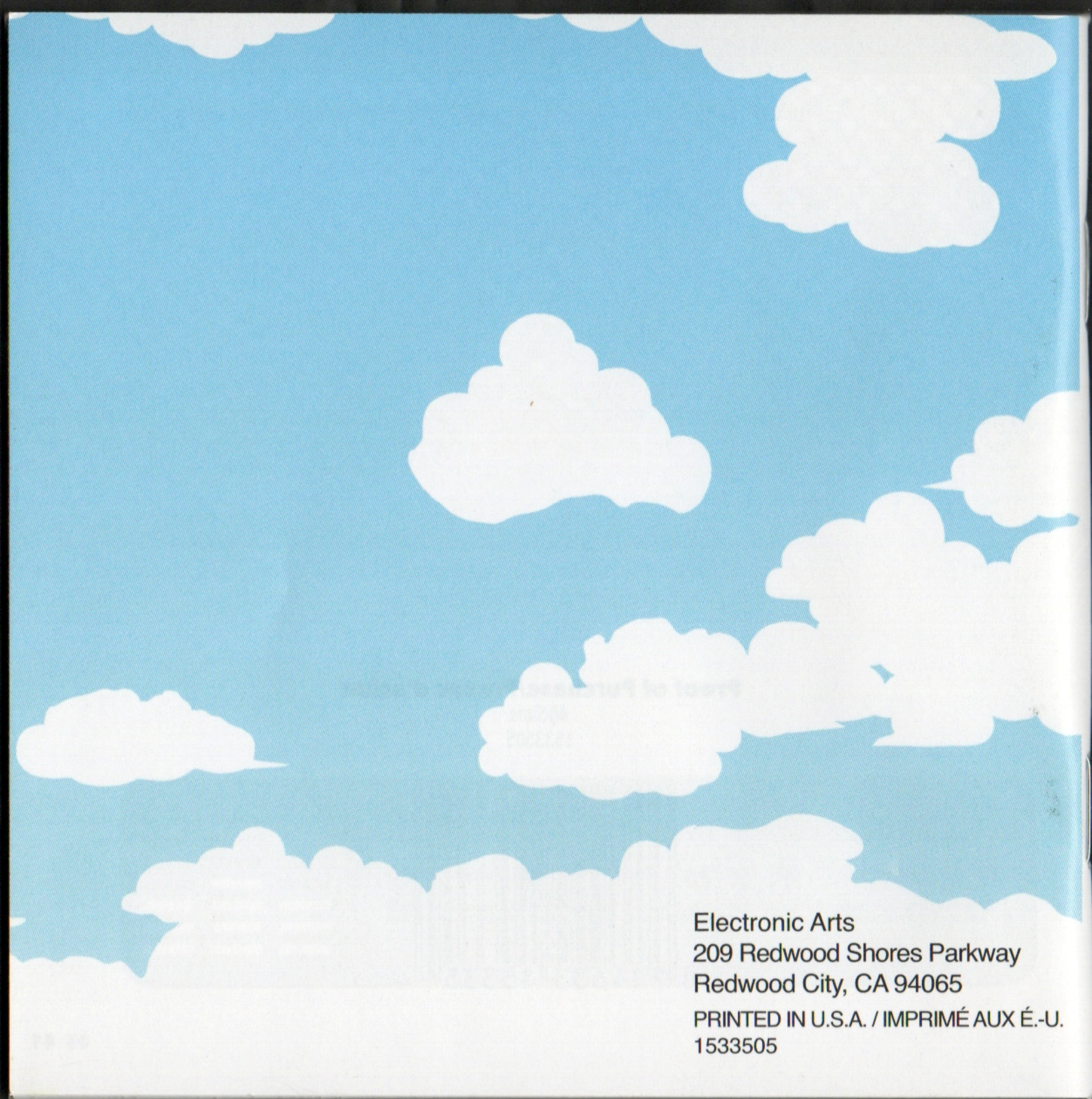
Pour éviter l'écoulement d'acide des piles :

- N'exposez pas la pile à des vibrations ou à des chocs excessifs; tenez-la au sec.
- Ne pas démonter, ni tenter de réparer, ni de déformer la pile.
- Ne jamais jeter les piles dans les flammes.
- Ne pas toucher les points de connexion de la pile, ni causer de court circuit entre les points de connexion avec un objet de métal.
- Ne retirez pas, ni n'endommagez, l'étiquette de la pile.

REV-E

Informations légales importantes

Ce jeu Nintendo n'est pas conçu pour s'utiliser avec un appareil non-autorisé. L'utilisation d'un tel appareil invalidera votre garantie de produit Nintendo. Toute copie d'un jeu Nintendo est illégale et strictement interdite par les lois domestiques et internationales régissant la propriété intellectuelle. Les copies de "sauvegarde" ou d'"archivage" ne sont pas autorisées et ne sont pas nécessaires à la protection de vos logiciels. Tout contrevenant sera poursuivi.



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